

CAMERA SCRIPT

(12)

Project No.  
02340/7066

"DOCTOR WHO" (LL)

'The Sea Devils'

by

Malcolm Hulke

EPISODE FOUR

MMM

H.A.R.

Tx'72

263

hougham

Producer.....BARRY LETTS  
Director.....MICHAEL BRIANT  
Script Editor.....TERRANCE DICKS  
P.A.....COLIN DUDLEY  
A.T.M.....JOHN BRADBURN  
Assistant.....PAULINE SILCOCK

Designer.....TONY SNOADEN  
Visual Effects.....PETER DAY  
Costumes.....MAGGIE FLETCHER  
Make-up.....SYLVIA JAMES

T.M.1.....MIKE JEFFERIES  
T.M.2.....PETER VALENTINE  
Sound Supervisor.....TONY MILLIER  
Grams Operator.....BARRY BONNER  
Crew No.....TEN

Vision Mixer.....JOHN GORTIAN  
Floor Assistant.....TONY COX  
Film Editor.....MARTYN DAY

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1030	-	1300	Camera Rehearsal (with T/K 37 from 1100 and T/K 41 from 1400)
1300	-	1400	LUNCH
1400	-	1800	Camera Rehearsal
1800	-	1900	DINNER
1900	-	1930	Line up
1930	-	2200	<u>RECORD VTC/6HT/69571</u>

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RECORDING: TUESDAY, 30TH NOVEMBER 1971

T.C.8

TRANSMISSION: SATURDAY, 18TH MARCH 1972

BBC-1 COLOUR

"DOCTOR WHO"

SERIAL LLL

'The Sea Devils'

EPISODE FOUR

CAST LIST

Master.....ROGER DELGADO  
Trenchard.....CLIVE BORTON  
Doctor Who.....JON PERTWEE  
Jo Grant.....PATY DUNN  
Sea Devil.....PAT GORMAN  
Captain Hart.....COLIN RICHFIELD  
Ldg. Telegraphist Bowman....ALEC MALLIS  
3rd Officer Jane Blythe.....JUNE BURNBY  
Commander Ridgway.....DONALD SUMPTER  
C.I.C. Summers.....COLIN BELL  
Commander  
Lt./Mitchell.....DAVID GRIFFIN  
Castle Guard Brew.....STANLEY McGEACH  
Lt. Commander Watts.....BRIAN VAUGHAN

EXTRAS:

Submarine Ratings.....ROY PEARCE  
(& Naval Base sailors) RON TINGLEY  
DENNIS PLENTY  
NICK LLEWELLYN  
  
Sea Devils.....BRIAN NOLAN  
STEVEN ISMAY  
JEFF WITHERICK  
  
Castle Guards.....PHILLIP WESTON  
(& Naval base sailors) JIM DOWDALL  
BRIAN GIJMAR

Technical Requirements

5 PEDS  
4 BOOMS  
2-link VIDECONS  
2-8½ in. monitors  
2 CHARS  
C30 YELLOW  
2 16 mm Telecine Machines



Doctor Who and Jo Grant go to visit the Master, now living in Napoleonic exile in a luxurious prison on a small island. Trenchard, a loyal but not over bright ex-colonial type, is the governor of this one-man prison. In the area, Jo and the Doctor learn that a number of ships have mysteriously vanished.

The Doctor becomes intrigued and insists on visiting a nearby Naval Base where a strangely charred lifeboat, found after one of the wrecks, has been taken for Naval investigation.

When Captain Hart, who is in charge of the top secret Naval Research Base, refuses to listen to the Doctor's theories, the Doctor insists on visiting a nearby oil rig which has been the scene of mysterious happenings. On the rig Jo and the Doctor are attacked by a Sea Devil, a strange man-like lizard of enormous size.

(The Doctor explains to Jo that the Sea Devil is a related species to the Silurians. A race of intelligent lizards he once encountered in the Derbyshire Caves. The creatures have been in hibernation until accidentally revived. The Doctor's theory is that the oil-rig has revived a colony of these creatures on the sea bed.

Meanwhile, it is becoming obvious that the Master has established some sort of ascendancy over Trenchard. While Jo and the Doctor are visiting Hart, in an attempt to convince him of the Sea Devils existence, Trenchard smuggles the Master into the Naval Base where he steals top secret electronic equipment.

With this device the Master constructs a calling device. This enables to summon a Sea Devil which almost destroys Jo and the Doctor.

Meanwhile Captain Hart has dispatched a submarine to investigate the sea bed near the oil rig. The submarine vanishes captured by the Sea Devil. The Doctor and Jo, having escaped from the Master's trap, persuade Captain Hart that something is badly wrong at the Master's prison and persuades him to investigate. But they arrive too late. Sea Devils have raided the Chateau killing Trenchard and apparently capturing the Master. With the help of a naval diving vessel the Doctor gains admittance to the Sea Devils base where he finds the Master in a position of power. The Master plans to help the Sea Devils



to conquer the Earth and enslave humanity. The Doctor attempts to persuade the Chief Sea Devil to come to some peaceful settlement with the human race, and appears to be on the verge of success when all his efforts are frustrated by the beginning of an all out Naval attack on the Sea Devils under-sea base. This has been ordered by Walker, a ruthless politician who has been given responsibility for dealing with the Sea Devils.

During the attack the Doctor escapes by recapturing the submarine and releasing its crew.

On their return to the base, Walker is eventually persuaded to allow the Doctor to make one final attempt for peace with the Sea Devils. But before the attempt can be made, Sea Devil's led by the Master, attack and capture the Naval Base.

By using the Doctor's friends as hostages, the Master forces the Doctor to assist him to build an electronic device which will enable the Master to revive Sea Devil's colonies all over the world.

With the help of Jo, Captain Hart and his men recapture the Base. The Master escapes and the Doctor goes in pursuit only to find himself recaptured by the Sea Devils.

In the Sea Devil's undersea base, the Master forces the Doctor to help him install the device which will revive the Sea Devils. Once this is done, the Master's usefulness is at an end and he and the Doctor are imprisoned together.

The Doctor then informs the Master that the device has been sabotaged, when put into use it will blow up the entire base. The Doctor and Master must escape together or die together.

They manage to escape to the surface where they are picked up by a rescue helicopter. Apparently exhausted, the Master collapses, and is taken to an ambulance upon their return to the Naval base. But when the Doctor goes to look at the recumbent form on the stretcher he finds a member of the helicopter's crew. Suddenly the helicopter takes off. The Master has escaped to fight another day.)



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RUNNING ORDER

Project No. 02340/7066

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
2	<u>1. INT. NAVAL BASE</u> <u>HARTUS OFFICE</u> <u>RADIO AREA</u>	Jane Hart Bowman	Day	4A/B, A1, 2A	1-3
3	<u>2. INT. SUBMARINE</u>	Mitchell Ridgway Summers Sea Devil	Day	5A, C1, 1A, D1, 3A	4- 22
5	<u>3. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Trenchard  PAUSETTE (ARTISTS)	Day	A2, 2B, B1, 4C	23- 31
7	<u>4. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Trenchard	Day	A2, 2B, B1, 4C	32- 37
8	<u>5. INT. SUBMARINE</u>	Ridgway Mitchell Sailors Sea Devils	Day	5A, C1, 1A, D1, 3A	40- 45
11	<u>6. INT. NAVAL BASE</u> <u>HART'S OFFICE</u>	Jo Doctor Who Hart Bowman Jane	Night	4D, 1B, B2, 2C	46- 69
14	<u>6A. INT. NAVAL BASE</u> <u>RADIO AREA</u>	Jo Doctor Hart Bowman Jane	Night	2C, A1, 5B (5 over 2's cable)	70- 75
		PAUSE			



"DOCTOR WHO" (LLL) EPISODE FOUR  
RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
15	<u>7. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Trenchard	Night	1BX, D2, 3B, C2, 5C	76- 95
18	<u>8. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard	Night	A3, 4E	96
18	<u>9. INT. CHATEAU</u> <u>CORRIDORS</u>	Guard Sea Devil	Night	3C, B3, 5D & Slung	97- 99
20	<u>10. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard Master (on monitor)	Night	2D, A3, 4E  1BX (CSO)	100- 103
21	<u>11. INT. CHATEAU</u> <u>CORRIDOR</u>	Guard Sea Devil	Night	3C, B3	104
21	<u>12. INT. CHATEAU</u> <u>TRENCHARD'S OFFICE</u>	Trenchard	Night	2D, A3, 4E	105- 108
		BREAK			
22	<u>13. INT. CHATEAU</u> <u>CORRIDORS</u>  (PAUSES DURING THIS SCENE)	Drew Sea Devils Trenchard	Night	3C, 5E, B3, 2E, 4F & Slung	109- 130
		PAUSE			
24	<u>14. INT. CHATEAU</u> <u>MASTER'S ROOM</u>	Master Sea Devils Trenchard	Night	1C, C2, 3D	131- 135
		PAUSE			
26	<u>18. INT. CHATEAU</u> <u>CORRIDORS</u>	Hart Doctor Who Guard Trenchard	Day	4F & slung PAUSE 5F, B3, 2F	137- 143



"DOCTOR WHO" (LLL) EPISODE FOUR  
RUNNING ORDER

PACE	SCENE/SET	CHARACTER	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
29	<u>15. INT. NAVAL BASE</u> <u>HART'S OFFICE</u> <u>RADIO ROOM</u>	Hart Doctor Jo Jane Bowman	Night	B2,4G,A1, 2A	159- 164
	PAUSE				
32	<u>20. INT. NAVAL BASE.</u> <u>HART'S OFFICE</u>	Bowman Jane Hart Doctor Jo	Day	4G,A1,5G, 2A	167- 175
	PAUSE				
33	<u>TELECINE 7 (A7)</u> Doctor, Jo and Hart board Naval Diving Vessel 'Reclaim'	Doctor Jo Hart	Day		
33	<u>21. INT. DIVING VESSEL</u> <u>CONTROL ROOM</u>	Watts Hart Jo Doctor	Day	3E,D3,2G, C3,1D	176- 182
35	<u>TELECINE 8 (A8)</u> Doctor Who enters diving bell, watched by Hart and Jo. The chamber is lowered	Doctor Jo Hart	Day		

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RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
35	<u>22. INT. DIVING VESSEL CONTROL ROOM</u>	Hart Watts Jo Sailor Doctor (on monitor)	Day	D3, 2G, C3, 1D  Remote Cam. & 2 mons.	183- 187
36	<u>TELECINE 9 (A9)</u> The diving bell is being lowered. We see winch and operator		Day		
36	<u>23. INT. DIVING CHAMBER</u>	Doctor	Day	3F & slung	188
36	<u>24. INT. DIVING VESSEL CONTROL ROOM</u>	Hart Watts Jo Doctor (on monitor)	Day	2G, C3	189
37	<u>25. INT. DIVING CHAMBER</u>	Doctor Sea Devil	Day	3F & Slung	190
37	<u>26. INT. DIVING VESSEL CONTROL ROOM</u>	Hart Doctor (on monitor) Watts Jo Wailor	Day	2G, C3, 1D	191- 193
38	<u>TELECINE 10 (A10)</u> Winch pulls in cable at full speed. The chamber comes on board but when Hart and JO look, it is empty.	Hart Jo	Day		



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RUNNING ORDER

PAGE	SCENE/SET	CHARACTERS	DAY/ NIGHT	CAMS/ BOOMS	SHOTS
	<u>TO BE RECORDED AT END</u>				
39	<u>TELECINE 1</u> (B9 or A 11) Opening Titles				
39	<u>TELECINE 1 (CONTD.)</u> (B9) The Master and Trenchard look down on Jo and Doctor in the minefield. Suddenly they see a sea devil walking up from the sea. Doctor leads Jā safely thru the minefield and explodes mines with his sonic screwdriver, to send the sea devil staggering back.	Doctor Jo Master Trenchard Guards Sea Devil	Day		
42	<u>TELECINE 2</u> (B10) Guards in cars and on a horse search for Dr. & Jo who hide in bushes then move cautiously away.	Doctor Jo Guards	Day		
43	<u>TELECINE 3</u> (B11) Submarine goes along under water		Day		
44	<u>TELECINE 4</u> (B12) Submarine continues on its way		Day		
45	<u>TELECINE 5</u> Armed sea devils rise(B13) up from the sea	Sea Devils	Day		
46	<u>TELECINE 6</u> (B14) Hart, Doctor and Jo arrive at Chateau Main Doors in Naval jeeps. They enter. There are no Chateau guards	Doctor Jo Hart Sailors	Day		
47	<u>TELECINE 10 (CONTD.)</u> (B15 or A12) Closing Titles				

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EPISODE FOUR

TO BE RECORDED AT END

TELECINE 1

OPENING TITLES

SCF

S/I T/J SLIDES: (a) The Sea Devils  
(b) by MALCOLM HULKE  
(c) Episode Four

TO BE RECORDED AT END

TELECINE 1 (CONTD.)



4A/B, 41,2A

1. 4 A 1. INT. NAVAL BASE. HART'S OFFICE.  
M2S JANE/ RADIO AREA. TAY  
BOWMAN  
Door b/g /SWINGER OPEN/

HART enters

(JANE IS STANDING BY  
THE RADIO APPARATUS,  
WHERE TELEGRAPHIST  
BOWMAN IS AT THE  
CONTROLS.

HART ENTERS)

CRAB L. to  
HOLD DEEP 3S  
to POS. 4B

(2 next)

HART: Anything from the sub?

BOWMAN: It's no good, sir.  
There's nothing.

HART: They had instructions to  
surface an hour ago.

2. 2 A \_\_\_\_\_/  
MCU JANE

(NOTE CAM. 2  
tracked out  
into position  
as CAM. 4  
CRABS L.)

JANE: Maybe they found something,  
sir. They might still be  
investigating.

3. 4 B \_\_\_\_\_/  
CU HART

PAN L. to  
CU JANE  
Let her go

HART: If they haven't surfaced by  
now there must be something  
stopping them. Right sub-miss  
procedure. Alert Submarine Command.

4. 3 A \_\_\_\_\_/  
M2S MITCHELL/  
RIDGWAY

5A,C1,1A,D1,3A

2. INT. SUBMARINE. DAY

PAN RIDGWAY  
L. to  
LS SUBMARINE  
Sonar far f/g

(MITCHELL IS AT THE FORWARD  
BULKHEAD DOOR, WHICH IS  
CLOSED AND BOLTED. HE IS  
LISTENING INTENTLY.

CHIEF PETTY OFFICER SUMMERS  
COMES UP. MI CHELL AND  
RIDGWAY HAVE REVOLVERS,  
SUMMERS AND RATINGS CARRY  
STERLINGS.)

DISTORT SUMMERS: Submarine indica@B+MS  
bouys still won't release sir. VO

RIDGWAY: The moment you surface radio  
Captain Hart.

5. 1 A \_\_\_\_\_/  
MLS RIDGWAY

(3 next)



RIDGWAY: (Contd.) Tell him we're immobilised on the sea bed by some unknown force and intruders have broken through the hull.

PAN him L.  
to M2S

SUMMERS/RIDGWAY

SUMMERS: Aye aye sir.

RIDGWAY: You've checked your R/T?

Let SUMMERS  
go

SUMMERS: Aye, aye.

RIDGWAY: All right, off you go.  
Good luck.

(SUMMERS CLIMBS THE  
LADDER TO OPEN THE  
ESCAPE HATCH)

6. 3 A  
MS MITCHELL

MITCHELL: Something's happening to  
this door, sir. It's getting hot.

7. 1 A  
MS RIDGWAY

RIDGWAY: Small arms number one.

8. 5 A  
LS MITCHELL  
& SUBMARINE

(MITCHELL PRODUCES HIS KEY,  
OPENS A CUPBOARD TO REVEAL RIFLES)

PAN him L. to  
MS & gun  
cupboard

SUMMERS: I can't get out sir.

9. 1 A  
M2S RATING/  
RIDGWAY

RIDGWAY: Forget it. Summers, Johnson  
here. Petty Officer here.

PAN L. to  
M3S SUMMERS/  
MITCHELL/  
RIDGWAY

(A PETTY OFFICER COMES  
FORWARD. RIDGWAY  
HANDS HIM A RIFLE)

MITCHELL: Look, sir!

INSERT SHOT  
1 A  
CS DOOR  
burning area

(RIDGWAY TURNS TO LOOK  
AT THE DOOR,  
WHICH IS NOW GLOWING  
RED HOT OVER THE WHOLE  
CENTRE AREA)

RIDGWAY: Take cover!

PAN them R.  
to M4S  
RIDGWAY f/g

(THE MEN TAKE WHAT COVER  
THEY CAN AND TRAIN THEIR  
RIFLES ON THE DOOR)

11. 3 A \_\_\_\_\_ (WE CUT TO CLOSE UPS  
MCU MITCHELL OF THEIR REACTIONS.)
12. 1 A \_\_\_\_\_  
(CRABBED R.)  
MCU SUMMERS
13. 3 A \_\_\_\_\_  
MCU RIDGWAY
14. 1 A \_\_\_\_\_ MITCHELL: The whole door's going!
15. 3 A \_\_\_\_\_  
MCU RIDGWAY  
RIDGWAY: Hold your fire until  
we see who they are.

(THE DOOR IS IN ITS  
FINAL PHASES OF  
DISINTEGRATION.)

PAUSETTE

(AT THE HOLE IS  
A SEA DEVIL)

INSERT SHOT

5 A \_\_\_\_\_  
IS door &  
SEA DEVIL

16. 3 A \_\_\_\_\_ (REACTIONS OF MEN TO  
M3S RIDGWAY/  
SUMMERS/MITCHELL DOOR IN FINAL STAGE  
& SEA DEVIL)
17. 1 A \_\_\_\_\_  
MCU SUMMERS
18. 3 A \_\_\_\_\_  
CU MITCHELL
19. 1 A \_\_\_\_\_  
CU RIDGWAY

PAUSE

(INTERCUT FOLLOWING AS DIRECTED)

20. 1 A \_\_\_\_\_  
CS DOOR burning  
Area

(TO BE INTERCUT WITH  
CAM. 5's SHOT)  
(5 next)

VIS EFF. BURNING DOOR  
LIGHTING RED SHOT



(on 1, shot 20)

- 5 -

21.    5    A \_\_\_\_\_ /  
         LS DOOR &  
         SEA DEVIL

(TO BE INTERCUT WITH  
CAM. 1's SHOT)

22.    1    A \_\_\_\_\_ /  
         CU SEA DEVIL  
         as it comes  
         through door

23.    4    C \_\_\_\_\_ /  
         MS TRENCHARD  
         X's f/g machine

A2, 2B, B1, 4C

3.    INT.   CHATEAU:   MASTER'S ROOM.   DAY

CRANE UP.  
and HOLD HIM  
to MCU f/g

(THE MASTER IS SITTING  
BACK IN AN ARMCHAIR,  
AS THOUGH NOTHING HAD  
HAPPENED.

TRENCHARD IS PACING  
ABOUT IN A STATE OF  
SHOCK AND PANIC)

1 TO B

( 2 next)

- 5 -

(on 4, shot 23)

DEEP 2S  
MASTER/  
TRENCHARD

TRENCHARD: I just can't take it in.  
It's all too much for me.

23A. 2 B

(ON TURN)

MCU TRENCHARD

PAN him L. to

DEEP 2S MASTER

MASTER: My dear Trenchard, try to  
calm yourself. It's all very simple.

24. 4 C TRENCHARD

MCU MASTER

TRENCHARD: Simple?! You've misled  
me all along! You said it was spies -  
saboteur. You said we'd catch them!

25. 2 B

MCU DEEP 2S

MASTER/TRENCHARD

MASTER: If I'd talked to you about  
sea monsters, would you have listened  
to me?

TRENCHARD: I've risked everything to  
help you. And you've lied to me!

MASTER: I had to. Do sit down.

PAN TRENCHARD

R.

Let him go to  
sit

TRENCHARD: I don't know how you can  
be so calm.

26. 4 C

DEEP 2S MASTER/  
TRENCHARD &  
chair

(TRENCHARD SITS  
DOWN)

Let TRENCHARD  
in R.

27. 2 B

MCU TRENCHARD

MASTER: That creature you saw is  
one of a race of intelligent reptiles  
with a deadly hatred for Mankind.  
They have established themselves in  
the sea. Now they plan to emerge  
and conquer the earth.

28. 4 C

MCU MASTER

29. 2 B

MCU TRENCHARD  
HOLD rise.

TRENCHARD: I must warn the  
authorities at once.

30. 4 C

MS MASTER

MASTER: No! Premature action would  
ruin everything.

HOLD him to  
MC2S

TRENCHARD: What else can we do?

MASTER: Wait until this device is  
perfected - and then warn  
the authorities.

31. 2 B

MCU TRENCHARD

TRENCHARD: But my dear fellow...

PAUSETTE (ARTISTS)



TO BE RECORDED  
AT END  
TELECINE 2

A2, 2B, B1, 4C

32. 4 C 4. INT. CHATEAU: MASTER'S ROOM. DAY.  
MCS DOOR

TRENCHARD  
in  
PAN him L.  
to M2S  
MASTER/  
TRENCHARD

(THE MASTER IS WORKING  
ON BUILDING A NEW  
AND BIGGER BLEETER.

TRENCHARD IS THERE  
IN SOME AGITATION)

TRENCHARD: They're not in the beach  
sectors. We've completely  
lost track of them.

33. 2 B  
CU TRENCHARD  
MASTER: Trenchard, if they get to  
the Naval Base -

TRENCHARD: (CUTTING IN) Exactly.  
What am I going to  
do? They'll tell Hart everything.

34. 4 C  
CU MASTER

MASTER: Well - there's an excellent  
chance he won't believe then.

35. 2 B  
CU TRENCHARD

TRENCHARD: (AT HIS WITS END) Suppose  
he does? Suppose he turns up here  
again!

36. 4 C  
M2S MASTER/  
TRENCHARD

MASTER: Refuse to admit him.

HOLD TRENCHARD  
to R. f/g

TRENCHARD: Don't be ridiculous.

MASTER: You are running a top security  
establishment. Your only responsibility  
is to the government.

37. 2 B  
CU TRENCHARD

TRENCHARD: What about the Doctor?  
He'll report to Unit. They can go  
to the government.

38. 4 C  
MCU MASTER  
& Sonar laser

MASTER: ~~Look Trenchard~~  
Please trust me a little  
longer.

39. 2 B  
CU TRENCHARD

I assure you. Soon all  
your troubles will be over.

(1 next)

TO BE RECORDED AT END

TELECINE 3

5A, C1, 1A, D1, 3A

40. 1 A 5. INT. SUBMARINE. DAY

MLS RIDGWAY  
(with sonar  
f/g)  
thru display  
chart

(THE RATINGS ARE AT  
THEIR POSITIONS AT  
CONTROLS.

WE CAN HEAR THE ENGINES.

RIDGWAY AND MITCHELL ARE  
PRESENT)

PAN him L. to  
M3S MITCHELL/  
SEA DEVIL/  
RIDGWAY

DISTORT: Left ends land space dry  
of water sir.

(THE SUBMARINE APPEARS TO  
BE OPERATING NORMALLY.

THEN WE PULL BACK TO  
REVEAL THAT SEA DEVILS ARE  
IN STRATEGIC POSITIONS,  
COVERING THE HUMANS WITH  
THEIR WEAPONS)



(on 1, shot 40)

- 10 -

41. 5 A SEA DEVIL JOINTS/TA  
CHART & SEA ALL ON ON T O T T T T T T T T  
DEVIL'S HAND PIGMENTED RIDGE Y - JUST  
O T T T T T T T T T T T T T T T T  
T T T T T T T T T T T T T T T T

42. 1 A M3S MITCHELL/  
SEA DEVIL/ MITCHELL: Why there?  
RIDGEWAY

RIDGEWAY: Try asking mother.

43. 5 A MC2S SEA DEVIL/  
RIDGEWAY MITCHELL: (LOUDLY AT SEA DEVIL)  
All right, old man. Get you there  
in no time. (TO RIDGEWAY) Shall  
we check the pressure gauge sir?

Let RIDGEWAY  
go.  
HOLD SEA DEVIL

(MITCHELL CROSSES TO  
A PRESSURE GAUGE,  
BACKFORTH RIDGEWAY  
TO FOLLOW.)

45. 3 A LS SUB  
& RIDGEWAY RIDGEWAY FOLLOWS.  
WE GO IN CLOSE)

Shouldn't we try and jump them, sir?

HOLD RIDGEWAY  
to MC2S  
RIDGEWAY/MITCHELL

RIDGEWAY: No. Not yet.

MITCHELL: So we're just going to  
do nothing sir.

RIDGEWAY: Sooner or later these  
things are going to return to  
their base - and I want to know  
where that is! (LOUDER)  
Course three - five - zero.

TRACK/ZOOM IN to  
CU RIDGEWAY

MITCHELL: Aye, aye sir.

TO BE RECORDED AT END

TELECINE 4

46. 2 C (CRABBED L.)  
MS HART

- 10 -

(on 2, shot 16)

4D, 1B, B2, 2C

6. INT. NAVAL BASE: HART'S OFFICE. NIGHT.

HOLD RISE &  
CRAB R. to  
M. DEEP 23  
HART/DOCTOR

(JO IS Huddled in  
a BLANKET, LOOKING  
EXHAUSTED, DRINKING  
FROM A GREAT MUG OF  
COCOA.)

DOCTOR WHO SITS  
BACK, WITH HIS  
FEET UP AND SHOES  
OFF, WIGGLING HIS  
TOES.

HART IS AT HIS  
DESK.

BOWMAN IS AT THE  
R/T AND RADAR CONTROLS  
IN THE CORNER)

HART: I'm sorry if I seem to be  
repeating myself Doctor - but I  
don't believe a word of it!

DOCTOR WHO: I can assure you, we  
didn't walk ten miles across country  
just to tell you fairy stories.

HART: Monsters coming out of the  
sea ... /

47. 4 D  
MCU JO

JO: But it's different this time.  
Lot's of people saw it. Even Trenchard  
and the guards, ...

48. 2 C  
MCU HART

HART: Do you think Tren/chard will  
confirm your story?

49. 4 D  
M2S JO/DOCTOR

(2 next)



DOCTOR WHO: I doubt it. The Master's got some hold over him.

JO: But the Doctor's seen these creatures before ...

50. 2 C  
MCU HART

HART: Yes, I'm sure he has, Miss Grant.

JO: In some caves, in Derbyshire. You see they want to take over Earth, well - re-take it really -

51. 4 D  
A/B  
M2S

HOLD DOCTOR'S  
rise

(ALL THIS DOES NOT  
HELP TO CONVINCE  
HART.

DOCTOR WHO GIVES  
JO A LOOK)

DOCTOR WHO: All right, Jo. I'll take care of the explanations.  
Captain Hart ...

51a. 2 C  
MLS JANE  
in R. b/g  
(doorway)

(JANE ENTERS WITH  
A PLATE OF SANDWICHES)

HOLD her to  
2S JANE/JO

JANE: Only cheese, I'm afraid.  
All the steward could manage.

JO: That'll be great.

52. 1 B  
CS PLATE  
sandwiches  
PAN UP with  
Plate to  
MCU DOCTOR

DOCTOR WHO: For heaven's sake Jo -  
this is no time for a picnic.  
(cont ...)

(DOCTOR WHO TAKES  
THE PLATE FROM JO,  
BEGINS STRIPPING  
ABOUT IN HIS  
STOCKING FEET.

53. 4 D  
MCU JO

DURING THE FOLLOWING  
SPEECHES HE IS  
ABSENTMINDEDLY  
WOLFING SANDWICHES,  
UNWARE THAT JO IS  
HOPEFULLY FOLLOWING  
THE PLATE WITH HER  
EYES)

54. 2 C  
PAN DOCTOR L.  
to M2S HART/  
DOCTOR  
fav. HART

(on 2, shot 54)

- 13 -

DOCTOR WHO: (cont) All right. Forget the Sea Devils. What about Trenchard trying to keep us prisoners.

55. 4 D  
M2S HART/  
DOCTOR  
fav. DOCTOR  
HART: I've only your word for that.  
DOCTOR WHO: What about the theft of your electronic stores. I take it you'll admit that happened?
56. 1 B  
MCU JO  
HART: Since I was here at the time.  
JO: The Master stole those parts to make his calling device.
57. 2 C  
MCU HART  
HART: His what?
58. 4 D  
M2S A/B  
HART/DOCTOR  
PAN DOCTOR R.  
59. 1 B  
MS JANE &  
Sandwiches  
Let her go  
DOCTOR WHO: He's developed some way of communicating with them. Probably an ultra high frequency sonic beam. Would you like one?  
JANE: Thank you  
(DOCTOR WHO IS ABOUT TO TAKE THE LAST SANDWICH)
60. 4 D  
MCU JO  
JO: (ANGUISHED) Doctor!
61. 2 C  
MCU DOCTOR  
DOCTOR WHO: / So Sorry ...
- 61A. 4 D  
A/B  
(HE HANDS HER PLATE AND LAST SANDWICH TO JO, WHO DIGS IN RAVENOUSLY.  
GRAMS  
Phone  
THE PHONE RINGS.  
JANE LIFTS,
62. 1 B  
M2S HART/  
HANE  
JANE: (IN B.G) Captain Hart's office ... I see ... Yes, I'll tell him. (CRADLES PHONE, TO HART) They've had to abandon the search, sir. They'll start at first light.

(4 next)

- 14 13 -



(on 1, shot 62)

HART: Very well.

Let her go

JANE: I'll get some more sandwiches.

(SHE EXITS)

63. 4 D  
MCU DOCTOR

DOCTOR WHO: How overdue is the submarine?

64. 2 C  
MCU HART

HART: Four hours.

65. 4 D  
MCU DOCTOR

DOCTOR WHO: It should never have been sent, you know. They were bound to presume it's hostile.

66. 2 C  
MCS HART

PAN him R.  
to sit &  
DEEP 2S  
DOCTOR/HART

HART: Kindly leave the Naval side of this operation to me, Doctor.

Captain Hart  
DOCTOR WHO: You're dealing with a situation completely outside of your experience, and if you won't let me help you -

67. 4 D  
CU HART

HART: (CUTTING IN) All right, Doctor, what do you suggest I do?

68. 2 C  
CU DOCTOR

DOCTOR WHO: The key to this whole situation is at the castle

69. 1 B  
M3S JO/  
BOWMAN/HART

BOWMAN: (CUTTING IN) Sir?/ I think we've got something.

HOLD them to door

(HART HURRIES OVER TO THE RADAR SCREEN, AND DOCTOR WHO FOLLOWS. 2C, A1, 5E

70. 5 B 6A. HART'S OFFICE. RADIO AREA. DAY  
Xf/g radio stuff  
HOLD M4S & CRAB L.  
with entrance

THERE ARE A NUMBER OF WHITE DOTS ON THE SCREEN.

BOWMAN INDICATES ONE)

HART: Where is it?

71. 2 C  
MCS Radar screen  
(+ BOWMAN'S arm & hand)

(5 next)

(on 2, shot 71)

BOWMAN: There, sir. Contact  
bearing zero, nine zero range  
20,000 yds. Heading 175.

72. 5 B  
M3S HART/  
BOWMAN/JO

(JO AND JANE ALSO CROSS  
TO THE RADAR SCREEN)

JO: The submarine?

HART: Could be.

BOWMAN: I think it must be sir.

73. 2 C  
MCU DOCTOR  
(HE LEANS  
FWD.)

(DOCTOR HART LEANS TO  
THE RADAR SCREEN  
AND SAYS, THIS IS OVER  
THE RADAR SCREEN)

DOCTOR: And you see where that  
thing's heading for? The  
beach by the castle.. Perhaps  
you'll believe me now! Captain!

74. 5 B  
CU HART

PAUSETTE

75. 2 C  
CS RADAR SCREEN  
DOCTOR'S finger in

(REPEAT LAST SPEECH)

BREAK

1BX, D2, 3B, 02, 5C

76. 1 BX 7. INT. CHATELAIN. MASTER'S ROOM NIGHT.

CS REVOLVING  
AERIAL on  
MASTER'S thing

(THE MASTER IS OPERATING  
HIS NEWLY - DEVELOPED  
CALLING DEVICE.)

GRAMS  
Regular  
Msg.

77. 5 C  
CU MASTER

(HE  
LEANS  
FWD.)

AS HE OPERATES IT IS GIVING  
A STRONG, REGULAR BLEEP  
SOUND, CLEARLY THE HOLDING  
SIGNAL.

END

78. 3 B  
CS CONTROLS  
MASTER'S HAND IN

HE OPERATES THE CONTROL  
AND CUTS OUT THE REGULAR  
BLEEP. THEN OPERATING  
ANOTHER CONTROL HE STARTS  
TO SEND AN IRREGULAR  
BLEEP - CLEARLY A  
MESSAGE THEN HE WAITS

StarMsg.  
from  
Mach

79. 5 C  
CU MASTER

80. 1 BX  
CS REVOLVING  
AERIAL

END END

(5 next)



GRAMS  
Distort  
Reply

81. 5 C  
CU MASTER

(OVER FILTER WE HEAR  
AN ANSWERING IRREGULAR  
BLEEP. /

(HE  
LEANS  
FWD.)

HE LISTENS TO THIS,  
PLEASED WITH WHAT  
HE HEARS

END

82. 3 F  
CS HANDS &  
MACHINE

THEN HE STARTS  
TO REPLY TO IT.

GRAMS  
Message  
from  
Machine

83. 1 BX  
M2S MASTER/  
TRENCHARD

TRENCHARD ENTERS, AND  
AS THE DOOR OPENS  
THE MASTER TURNS OFF  
THE AP ARATUS COMPLETELY)

TRENCHARD: That thing working  
at last? \*

84. 3 B  
CS HANDS

END  
MSG.

85. 1 BX  
M2S MASTER/  
TRENCHARD

MASTER: There are still one or  
two problems. Minor alterations to  
be made.

TRENCHARD: Well I've been giving  
some thought to all this.  
It's going to be an enormous job,  
dealing with these creatures. We  
must give the authorities all the  
notice we can -

GRAMS  
Distort  
Reply

(CUTTING IN ON TRENCHARD'S  
SPEECH, WE HEAR SEA DEVIL  
BLEEPS - IRREGULAR AND  
MEANINGFUL - COMING OVER  
THE FILTER AGAIN.

MASTER SWITCHES OFF  
QUICKLY)

88. 3 B  
CU TRENCHARD

(5 next)

(on 3, shot 88)

89. 5 C  
CU MASTER  
TRENCHARD: (cont) What was that?  
MASTER: Just a random feed back.  
Nothing important.
90. 1 BX  
CU TRENCHARD  
TRENCHARD: It sounded like some  
kind of message.
91. 5 C  
CU MASTER  
MASTER: (ANGRY) Trenchard, I am trying  
to carry out an extremely difficult  
and complex task/ I cannot work with  
constant interruption.
92. 1 BX  
BCU TRENCHARD  
Let him go  
(TRENCHARD HAS NOW  
REALISED THAT THE  
MASTER IS UP TO NO  
GOOD, BUT TRIES TO  
CANCEL THIS  
REALISATION)
93. 3 B  
M. DEEP 2S  
TRENCHARD/  
MASTER  
TRENCHARD: Look, I'm terribly sorry,  
old chap. I'll leave you to get it.  
MASTER: Thank you.  
TRENCHARD: Yes..
94. 5 C  
CU MASTER  
(TRENCHARD EXITS.  
THE MASTER WATCHES  
AFTER HIM FOR A  
MOMENT, WONDERING.)
95. 1 BX  
M2S MASTER &  
MACHINE  
V. FAST ZOOM  
to CU AERIAL  
THEN CONTINUES WITH  
HIS WORK, AND STARTS  
THE APPARATUS GOING  
AGAIN)
- S/I  
95. 5 C  
CU MASTER
96. 4 E  
CS HAND

GRAMS  
Sonic  
Reply  
to  
cover  
Scenes  
8-14

(on , shot 96)

TO BE RECORDED AT ENDTELECINE 5

A3,4E

8. INT. CHATEAU. TRENCHARD'S OFFICE. NIGHT.

PAN UP  
and TRACK  
INTO LCU  
TRENCHARD  
(COUNT OF  
15)

(TRENCHARD AT HIS  
DESK ON THE TELE-  
PHONE)

TRENCHARD: (INTO PHONE) I tell you I must speak to the Minister. It's most important. (LISTENS) When do you expect him back, then? (LISTENS; ANGRY) No I can't tell you what it's about. The security of the Nation is at risk. What? Very well, I'll hold on. But please ... hurry!

97. 5 D 50°  
VLS GUARD

3C,B3,5D, &amp; Slung

9. INT. CHATEAU. CORRIDORS. NIGHT.

HOLD him to  
MCU

PAN him L.  
& thru  
arch to MLS

(A GUARD PATROLLING  
THE CORRIDOR COMES  
UP TO A DOOR, WHICH  
IS HALF OPEN.

WE SEE FROM HIS RE-  
ACTION THAT THE DOOR  
SHOULD BE CLOSED.

HE GOES UP TO THE DOOR  
AND THEN SEES THAT THE  
LOCK HAS BEEN CUT OUT  
COMPLETE BY BURNING.

98. 3 C  
VLS SEE DEVIL  
HOLD him to  
CU then PAN  
him R.

99. 5 D  
MCU GUARD



JP

- 19 -

(on 5, shot 99)

AS THE GUARD IS  
EXAMINING IT, HE  
HEARS A SOUND BEHIND  
HIM AND SWINGS ROUND.

THERE IS A SEA DEVIL  
LOOMING OVER HIM.

HOLD him to  
floor

THE SEA DEVIL'S CLAW  
GRABS THE GUARD BY  
HIS THROAT.

THE GUARD MAKES NO  
SOUND, AS HE GOES DOWN)

100. 4 E  
MCU TRENCHARD'S  
back

(2 next)

- 19 -

2D, 43, 4E, &amp; 1BX (CSO)

10. INT. CHATEAU: TRENCHARD'S OFFICE. NIGHT.(TRENCHARD IS AT  
HIS DESK, ON  
THE PHONE)

He turns.

TRACK IN to  
CU  
(Count 5)

Let him go

TRENCHARD: (INTO PHONE) No, it can't  
wait until the morning. You'll have  
to interrupt his meeting - it's a  
matter of national importance. (LISTENS)  
Oh very well, as soon as he's free,  
then. And if there's any unnecessary  
delay, believe me, you'll answer for  
it!101. 2 D  
MLS TRENCHARD /PAN him L.  
to MCU(TRENCHARD SLAMMING  
DOWN THE PHONE  
THINKS FOR A MOMENT,  
THEN GOES TO THE  
MONITOR AND TURNS  
IT ON. / HE SEES THE  
MASTER WITH THE NEW  
APPARATUS FULLY  
OPERATIONAL AND  
SENDING A MESSAGE.102. 4 E  
MCS CSO  
SCREEN &  
TRENCHARD  
(CSO FEED FROM 1)1 BX  
H/A LS  
MASTERTRENCHARD SWITCHES  
OFF THE MONITOR,  
PICKS UP HIS INTERNAL  
PHONE)103. 2 D  
MCU TRENCHARD /

(INTO PHONE) Guard!

(BUT THERE IS NO  
RESPONSE. HE PUMPS  
THE RECEIVER REST)104. 3 C  
Floor /

3C, B3

11. INT. CHATEAU: CORRIDORS NIGHT.

Wall (OPEN ON A WALL  
Phone drops PHONE, RIPPED OUT  
in followed FROM THE WALL, ITS  
by GUARD HANDBELT HANGING BY  
into MCU ITS FLEX AND STILL  
SWINGING. SPRAWLED  
ON THE FLOOR IS A  
DEAD GUARD.  
SEA DEVIL  
X's  
PAN UP to  
LS SEA DEVILS  
CUT TO A SEA DEVIL  
MOVING AWAY).

(Note: Over Scenes 11,  
12, 13, the Sea-Devils  
bleep mounts steadily  
to a crescendo.)

105. 2 D  
(CRIBLED R.)  
MCU TRENCHARD

2D, 43, 4E

12. INT. CHATEAU: TRENCHARD'S OFFICE. NIGHT.

Let him go (TRENCHARD PUTS DOWN  
THE INTERNAL PHONE,  
THINKS FOR A MOMENT.  
THEN HE TAKES A LITTLE  
106. 4 E KEY FROM HIS POCKET, /  
MLS TRENCHARD OPENS A DESK DRAWER  
AND TAKES OUT  
PAN him R. REVOLVER. HE CHECKS  
to desk THAT IT IS LOADED AND  
107. 2 D PULLS OFF THE SAFETY  
MCU TRENCHARD CATCH, HE EXITS)  
108. 4 E  
CS DRAWER

HOLD GUN to MCU  
TRENCHARD. LET HIM GO

2 TO E  
4 TO F  
5 TO E

BREAK



- 3C,5E,B3,2E,4F & Slung
109. 3 C 13. INT. CHATEAU. CORRIDOR. NIGHT  
(TRACKED OUT)  
LS DREW &  
Other GUARD  
HOLD him to  
MS  
(A GUARD, DREW, COMES ALONG  
AND SEES A SEA DEVIL -  
BACK TURNED & AT THE FAR  
END OF THE CORRIDOR
110. 2 E  
LS 2 SEA DEVILS  
by doorway  
THE GUARD QUICKLY GOES TO  
AN EMERGENCY BELL PUSH
111. 3 C  
A/B  
HOLD him L.  
to alarm button  
AND PRESSES IT.
112. 5 E  
CS ALARM button  
ALARM BELL STARTS TO  
CLANG LOUDLY  
GRAMS  
Alarm
113. 4 E  
LS GUARDS  
Let them  
go L.  
GUARDS HURRY DOWN  
A CORRIDOR, BELL CLANGING.
114. 3 C  
(PANNED R.)  
LS ARCH &  
DEVILS  
Let them go R.  
SEA DEVILS ALERTED BY  
THE CLANGING BELL ARE  
ALSO RUN ING ALONG
115. 4 F  
LS TRENCHARD  
TRENCHARD RUND ALONG  
A CORRIDOR
116. 2 E  
L/A LS ARCH  
GROUP & GUARDS  
(KEEP OFF  
Trenchard's  
door)  
A GROUP OF GUARDS  
TURN A CORNER
117. 5 E  
u/s Stairs  
GROUP SEA  
DEVILS  
(KEEP OFF  
Arch)  
THEY COME INTO  
CONFRONTATION WITH  
THE SEA DEVILS.  
THEY OPEN FIRE.  
FIRE
118. 2 E  
A/B  
2 Guards die

PAUSE TO RELOAD SEA DEVIL GUNS & REPOS.

119. 5 E  
A/B  
SEA DEVILS

(2 next)

PAUSE SEA DEVILS REPOS. D/S

(on 5, shot 119)

-22A-

120.	2	E	(TRENCHARD RUNS ALONG /
		(DANCED L.)	THE CORRIDOR. HE RUNS
		MS SEA EVIL	INTO / GUARD WHO IS
		It fires and	RETURNING FIRE OF
		goes R.	THE UNSEEN SEA DEVILS)

121. 3 C  
MLS DREW

TRENCHARD X's  
from b/g

(5 next)

-22A-

(on 3, shot 121)

THOMAS: What's happened then?

THOMAS: (HYPERBOLICAL) They're all over the place sir - they've killed most of the lads.

123. 5 E  
C2S DREW/  
TRENCHARD  
Let them go  
124. 3 C  
C2S DREW/  
TRENCHARD

THOMAS: Groot lizards sir. Like that thing we saw on the beach. Come on sir... they were after us.

(H. DREW GOES TO PHONE M2S CONTROL)

THOMAS: (SIGHING)

HOLD to  
M2S TRENCHARD/  
DOCTOR

THOMAS: Pull yourself together sir. Have you sent for help?

It's  
THOMAS: No good sir

THOMAS: There's a direct line to Whitehall in my office. Use that.

125. 5 E  
Let them  
into M2S

DREW GOES TO M2S CONTROL AT M11

THOMAS: Why can't you sir?

Let DREW go  
& ZOOM FAST  
to MCU  
TRENCHARD

THOMAS: I shall attend to the security of my prisoner. Go on sir. Love.

126. 2 E  
M1S GROUP  
SEA DEVILS.  
ZOOM FAST to  
C2S

(H. DREW GOES TO M2S CONTROL AT M11)

127. 3 C  
M1S TRENCHARD  
& GUN

128. 2 E  
M1 GROUP SHOT  
SEA DEVILS  
THEY RAISE GUNS

129. 3 C  
CS GUN  
(5 next)



130.	5	E	BCU TRENCHARD	FIRES .	
				THE SEA DEVILS BLEEP RAISES TO A CRESCENDO)	GRAMS Bleep to crescendo
			/3 TO D/	PAUSE	(TRENCHARD TO FLOOR)
(CAM. 1 LINE UP ZOOM END)					
1C,C2,3D					
131.	1	C	MS MASTER & MACHINE f/g	14. INT. CHIEF MASTER'S ROOM. NIGHT.	
132.	3	D	CS HAND & SWITCH	(THE MASTER TURNS OFF HIS APPARATUS, AND WAITS. THERE IS A FINAL BURST OF GUNFIRE JUST OUTSIDE HIS ROOM.	GRAMS END Gun Fire END sonic noise
133.	1	C	A/B SEA DEVILS in to b/g Let MASTER go. Let SEA DEVILS go & FAST ZOOM to CU TRENCHARD beyond door	THE MASTER IS QUITE UNPERTURBED.  THE DOOR OPENS AND SEA DEVILS ENTER. WE CAN SEE THE TRENCHARD LYING IN THE CORRIDOR OUTSIDE.	
134.	3	D	CU L. SEA DEVIL  PAN R. X faces?	THE MASTER STANDS WAITING CALMLY AS THE SEA DEVILS ADVANCE TOWARDS HIM)	

PAUSE

TO BE RECORDED AT END

TELECINE 6

137. 4 F 18. INT. 4F & slung  
5F, B3, 2F  
CH. TELU: CORRIDORS. DAY.  
LS CORRIDOR  
DEAD GUARD  
f/g  
(HART,  
AND THE DOCTOR  
ALONG THE WALL  
F. GUARD. DOCTOR  
INDEXES DOWN THE  
THE WALL. BUT HART  
FURTHER DOWN THE  
GETS A FEW FEET  
DOWN)  
HOLD DOCTOR &  
HART & GROUP.  
Let HART go L.  
Let group go  
(oov)  
HART: Doctor!  
PAUSE REPOS. ARTISTS  
138. 5 F /  
MS HART  
PAN him L.  
to ground &  
TRENCHARD  
DOCTOR in to  
b/g  
& M2S  
(HART HURRIES FORWARD  
TO WHERE THE DOCTOR  
TRENCHARD IS LYING.  
DOCTOR IS GOING ALONG.  
HART TELLS DOCTOR (HART))  
I can't see why ...  
DOCTOR WHO: The Master had no further  
use for him.  
140. 2 F /  
MCU HART  
HART: But why did he help the Master  
in the first place?  
141. 5 F /  
CU DOCTOR

(2 next)

(on 5, shot 141)

DOCTOR WHO: What would you say  
was Trenchard's strongest  
characteristic?

142.    2    F  
         A/B \_\_\_\_\_/

HART: I don't know....Patriotism.  
I suppose.

143.    5    F  
         A/B \_\_\_\_\_/

DOCTOR WHO: Exactly. And the  
Master used that patriotism as  
a weapon.

---

BREAK

---

(NO SHOTS 144 - 158)



B2,4G,A1,2A

159. 4 G 15. INT. NAVAL BASE. HART'S OFFICE  
CS. RADAR RADIO ROOM. NIGHT.

SCREEN  
& hand  
tapping  
morse key

VIS EFF.  
RADAR SCREEN SCANNING  
ON DOT

(HART, LOCTOR WHO,  
JO AND JANE GATHERED  
ROUND BOWMAN AT THE  
RADIO/RADAR APPARATUS)

GRIMS  
Morse

(2 next)

rewrite LEE Sp.4  
Sub. line rewrite 11.11.71

- 30/31 -

(on 4, shot 159)

160. 2 A

M4S JO/BOWMAN/  
HART/DOCTOR

JANE: (TO HART) It's no  
good, sir. Nothing.

JO: Well if that thing was  
the submarine, why don't  
they answer your signals.

PAN HART to  
b/g and JANE  
& BOWMAN f/g

DR. HO: Perhaps they can't.

JANE: (TO JANE) Tell the  
search co-ordinator to check  
that area immediately. It'll  
be all right soon.

JANE: Yes, sir.

(JANE: YES, SIR. GO.  
DOCTOR: YES, SIR. GO.  
BOWMAN: YES, SIR. GO.)

161. 4 G

CS RADAR SCREEN

DOCTOR: Sir, Contact fading, fading,  
(fading) it's/ out.

162. 2 A

M. DEEP 2S  
BOWMAN/HART

Contact fading, ring zero,  
nine, seven.

VIS EFF.  
DOT FEDES  
ON RADAR  
SCREEN

(DOCTOR: YES, SIR. GO.  
BOWMAN: YES, SIR. GO.  
JANE: YES, SIR. GO.)

163. 4 G

MCU DOCTOR

DR. HO: Captain Hart, we've  
got to see what's happening at  
that castle.

164. 2 A

M2S JANE/HART

PAN JANE R.

HART: I want an armed party and  
two jeeps at the main gate now.  
Got that?

PAUSE

(A next)

- 3031 -

4G,41,5C,2A

167. 5 G 20. OPT. N V L CASE: HART'S ON ICL. D.Y.  
 CS PAD  
 & Pencil

(BOWMAN, WEARING A BROWN S,  
 WEARING BOWMAN'S GUN.)

168. 2 A JANE CO GAS HING WITH  
 MS BOWMAN

JANE into  
 b/g and  
 M2S BOWMAN/JANE

JANE: I've got you some bye.

(BOWMAN IS IN THE FOR  
 HART, CIAT, I  
 C. HART'S HING. THE  
 HART'S, HART'S OPT  
 HART'S)

Roger. Search Force over

HART: Did you get through to and out.  
 Upt in Hart?

169. 5 G  
 MCU JANE

JANE: I planned the castle, but  
 they'd already left.

170. 2 A  
 MCU BOWMAN

BOWMAN: They're definitely getting  
 an echo and the object's moving. Q DOOR SLAM

HART: What is it Bowman. Have  
 they established contact again?

DOCTOR/JO &  
 HART into b/g

TRACK OUT  
 and HOLD 4S

BOWMAN: Sir, message from one  
 of the search vessels. They're  
 getting an echo.

D.O. O: The submarine?

171. 4 G  
 MCU BOWMAN

BOWMAN: (NO) Going towards  
 the fort area. <sup>Now</sup> moving at about  
 15 knots.



(on 4, shot 171)

HART: Depth?

BOWMAN: Steady at one five zero feet sir.

172. 5 G  
MC2S HART/  
DOCTOR

DOCTOR WHO: (TO HART) I told you, that fort's at the centre of everything. Captain Hart have you got a diving vessel?

173. 2 A  
CU HART

HART: Well yes. Reclaim's standing by on the search.

174. 4 G  
CU DOCTOR

DOCTOR WHO: I want to inspect the seabed at the base of that fort.

175. 2 A  
A/B

PAUSE

TELECINE 7 (A7)

Diving Vessel (Dur: 1' 22")  
DOCTOR WHO, HART and JO  
board H.M.S. Reclaim and  
go below to Control Room.

END TELECINE 7

176. 1 D  
MLS Arch  
X f/g screen  
4S JO/DOCTOR/  
HART/WATTS

3E,D3,2G,C3,1D

21. INT. DIVING VESSEL CONTROL ROOM. DAY

(JO AND THE DOCTOR &  
HART ENTER TO FIND  
LT. COMMANDER WATTS)

GRAMS  
Reclaim  
Tape

(2 next)

HART: All standing by Watts?  
Doctor, you're quite sure you want  
to go through with it?

DOCTOR: Positive.

177. 2 G  
M2S HART/  
WATTS

HART: (TO WATTS) Ready to lower the  
observation chamber.

WATTS: Yes sir. And I've got the  
crew standing by. We'll send a  
man down with him.

178. 1 D  
MS DOCTOR

DOCTOR WHO: No. I'll go down by  
myself, if you don't mind.

179. 2 G  
MS HART

HART: Doctor, I take it you're a  
trained diver, in addition to all  
your other accomplishments?

180. 1 D  
MCU DOCTOR

DOCTOR WHO: Naturally. What's more  
important is that I've encountered  
these creatures before. I know what  
I'm looking for.

181. 2 D  
M2S

(HART GIVES THE DOCTOR  
A LOOK, THEN TURNS TO  
WATTS)

HART: All right Watts. Carry on.

PAN WATTS to  
DOCTOR & JO  
f/g.  
HOLD them  
to screen

WATTS: Aye, aye sir.

(WATTS HURRIES OFF.  
JO TAKES THE DOCTOR  
ASIDE)

182. 3 E  
MC2S DOCTOR/JO

JO: Doctor.

DOCTOR WHO: What is it Jo?

JO: Is it really necessary for you  
to go down there.

thru wire  
screen

DOCTOR WHO: How else am I going to  
make contact?

HART: Doctor.

AB.

TELECINE 8.

(48)

(Dur: 1' 37")

We go through the routine of Naval personnel preparing the chamber for diving. We then see DOCTOR WHO getting ready, and getting into the chamber. The chamber is lowered over the side. HART and JO watching. Then go below.

HART: Good luck Doctor.

END TELECINE 8

D3,2G,C3,1D

183. 2 G 22. L. F. DIVING VES BL CONTROL ROOM.  
L/A LS D-Y. C  
Hatch

PAN JO & HART (JO AND HART DESCEND)  
L. to incl.  
monitors

FEED REMOTE CAMERA TO 2 MONITOR

HART: Let me speak to him.

(DOCTOR WHO REFUSES)  
DOCTOR WHO  
IN THE CHAMBER APPEARS  
ON THE MONITOR SCREENS)

HART: How's it going, Doctor?

DOCTOR WHO: (FILTER) Splendidly,  
thank you. Most interesting trip.

186. 1 D  
MCU HART

HART: You'll reach seabed in a  
few minutes. Tell us immediately  
if you run into trouble.

187. 2 G  
CS 2 monitors

DOCTOR WHO: Don't worry, old chap.  
I'll be all right.

(T/K next)



Ad.

TELECINE 9 (A9) (Dur: 10")  
Shots of the winch turning,  
paying out cable.  
END TELECINE 9

188. 3 F 3F & Slung /  
MS DOCTOR  
23. INT. DIVING CHAMBER. DAY.

ZOOM IN to (DOCTOR WHO IS INTERESTING  
CS WINDOW HIMSELF IN THE CONTROLS,  
AND THEN LOOKS OUT. THERE  
ARE NO FISH TO BE SEEN,  
ONLY A GRAY-GREEN SWIRL)

189. 2 G /  
3S HART/  
MONITORS/  
JO 2G,C3  
24. INT. DIVING VESSEL CONTROL ROOM.  
DAY.

(HART, WATTS, JO AND THE  
FILING. ON THE MONITOR  
SCREEN, DOCTOR WHO LOOKING  
OUT FROM HIS SUBMERGED  
CHAMBER.)

HART: You've reached seabed.

190. 3 F /  
MS  
DOCTOR & WINDOW

(2 next)

Rewrite Sp. (cont'd, shot 190) = 37 =

3F &amp; Slung

25. I. DITTO G. L. L. N. Y.

ZOOM TO (DOCTOR WHO LEaving OUT)  
CS WINDOW HART: (DISTORT) Are you all right?

A. TO: Yes, fine, thank you --  
Hang on a minute.

(DOCTOR WHO IS ON A MISSION TO THE  
LORD OF THE RING.  
THE ONLY ONE IN THE C.R.  
TO BE...  
TRADING...  
GREAT-GREAT-GRANDPARENTS.)

191. 2 G  
A/B  
C3S  
HART/ 2G, C3, 1D  
MONITORS/ 2G/ INT. DIVISION VESSEL CONTINUED TO TI  
JO

Monitors b/g (THE GROUP WILL BE LED BY  
DOUGLAS MOORE NO. 1 OF  
V.I.S.S.)

Bill: Are you all right Doctor? Shall we bring you up?

DOCTOR WHO: Certainly not.  
Here just a minute.

OUT REMOTE CAMERA (SOUND 10 DISTANCE OUT  
ONE)

DATE \_\_\_\_\_ TIME \_\_\_\_\_  
BY \_\_\_\_\_ NO. \_\_\_\_\_  
PAGE \_\_\_\_\_ OF \_\_\_\_\_

192. 1 D  
BCU HART

Let him go

WATTS: Start winches, hoise bell.

PAUSETTE (JO TURNS INTO BCU)

193. 1 D /  
BCU JO

(T/K next)

- 37 -

TELECINE 10 (A10)

(Dur: 1' 22")

Diving Vessel deck

Come in on the winch going at full speed, almost all the cable now back on the drum. NAVAL RATINGS, plus JO and HART are standing by.

The chamber comes up and is swung inboard. It is lowered onto the deck, and RATINGS open it. HART goes and looks inside. He crosses back frowning. Jo then crosses and looks underneath. We end on CU JO as she looks with horror.

END TELECINE 10TO BE RECORDED AT ENDTELECINE 10 (CONTD.) CLOSING TITLES

TELECINE 1

(All or B9)

OPENING TITLES

SOF

(Dur: 30")

S/I T/J SLIDES

- (1) The Sea Devils
- (2) by MALCOLM HULKE
- (3) Episode Four

TELECINE 1 (CONTD.)

(B9)

(Dur: 2' 50")

DOCTOR WHO and JO  
scramble down cliff to  
beach.

On top of the cliff  
are MASTER and TRENCHARD  
looking down. The  
MASTER presses a control  
on his apparatus and it  
starts to bleep.

On the beach DOCTOR WHO  
and JO are hemmed in by the  
minefield on one side, the  
guards on the other and the  
cliffs. Suddenly JO notices  
something and points.

JO: Doctor, look!

We see a SEA DEVIL walking  
up from out of the sea.  
JO and DOCTOR WHO look on  
horrified.



TELECINE 1 (CONTD.)

On the clifftop TRENCHARD looks astonished at what he sees.

TRENCHARD: What is it?

MASTER: One of the creatures that have been destroying your ships.

TRENCHARD: You said it was enemy agents. Why didn't you tell me the truth?

MASTER: If I had would you have believed me?

The Sea Devil advances up the beach.  
DOCTOR and JO look in the direction of the Guards.

DOCTOR WHO: There's only one thing for it. We'll have to go through the minefield.

They hurry off towards the minefield.

The Guards open fire.  
The Sea Devil fires back and kills some guards.

Doctor and JO reach and enter the minefield.

JO: Doctor, we'll be blown up.

The Doctor produces a sonic screwdriver.

JO: What are you doing?

DOCTOR WHO: It's my sonic screwdriver. It converts to rather a good mine detector.

He drags a very nervous JO deeper into the minefield pointing the screwdriver before him.  
It starts to give a high pitched bleep.

TELECINE 1 (CONTD.)

DOCTOR WHO: There's one. We'll  
have to move round it. Just  
follow me.

They edge carefully  
round it.

The the beach the  
Sea Devil is wavering.

On the cliff top  
Master and Trenchard  
watch.

MASTER: Stupid beast! Why  
doesn't it attack them.

He adjusts the mechanism.  
and the Sea Devil sets  
off after Doctor and Jo.

Jo looks over her  
shoulder.

JO: Doctor it's following us.

DOCTOR: Round this side Jo.

The Sea Devil enters  
the minefield. Doctor and  
Jo look back.  
Jo points.

JO: Doctor look!

DOCTOR WHO: Come on Jo, follow me.

He raises sonic screwdriver  
and aims it.  
s Sea Devil approaches  
mines start to go off.  
The Sea Devil turns  
and runs back down the  
beach.

END TELECINE 1

BLANKING

TELECINE 2      (B10)      (Dur: 37")

SOF

Chateau Guards in cars  
on a horst go by  
obviously searching.

After they have gone  
away,

DOCTOR WHO and JO  
emerge from a place  
of hiding which the guards  
missed.

DOCTOR WHO: Still, still.

DOCTOR WHO: Come on JO we've  
got to warn Captain Hart.

They move away  
cautiously.

END TELECINE 2

BLANKING

TELECINE 3    (B11)

SOF

(Dur: 23")

Submarine Underwater

The submarine is going  
along under water.

END TELECINE 3



BLANKING

TELECINE 4      (B12)

SOF

(Dur: 30")

Submarine Underwater

The submarine continues  
on its way.

END TELECINE 4

BLANKING

TELECINE 5 (B13)

SOF

(Dur: 1' 11")

Ext. Beach

A SEA DEVIL walks up  
from the sea, armed.

Carry over the bleeps from  
the Master's apparatus.

In the b/g others rise  
up from the water.

END TELECINE 5

BLANKING

TELECINE 6    (B14)

SOF

(Dur: 18")

Ext. Chateau Courtyard

Two Naval Jeeps pull up  
outside front door of  
Chateau. One is carrying  
HART, DOCTOR WHO, JO and  
a Naval driver. Following  
behind is second jeep  
with Ratings.

Hart, Doctor and JO  
enter the Chateau

END TELECINE 6

LEADER

TELECINE 10 (CONTD.) (B15 or  
A12)  
CLOSING TITLES  
(Dur: 54")

GRAMS  
Closing  
Sig.  
Tune

S/I T/J SLIDES

- (1) Doctor Who  
JON PERTWEE
- (2) Master  
ROGER DELGADO
- (3) Jo Grant  
KATY MANNING
- (4) Captain Hart  
EDWIN RICHFIELD
- (5) Trenchard  
CLIVE MORTON
- (6) Commander Ridgway  
DONALD SUMPTER  
Lt. Commander Mitchell  
DAVID GRIFFIN
- (7) 3rd Officer Jane Blythe  
JUNE MURPHY  
Ldg. Telegraphist Bowman  
ALEC WALLIS
- (8) C.P.O. Summers  
COLIN BELL  
Lt. Commander Watts  
BRIAN VAUGHAN
- (9) Castle Guard Drew  
STANLEY McGEAGH  
Sea Devil  
PAT GORMAN
- (10) The B.B.C. wish to  
acknowledge the help  
given to them by the  
Royal Navy in the making  
of this programme



TELECINE 10 (CONTD.)

CLOSING TITLES (CONTD.)

- (11) Title Music by  
RON GRAINER AND  
BBC RADIOPHONIC WORKSHOP
- (12) Incidental Music by  
MALCOLM CLARKE  
BBC RADIOPHONIC WORKSHOP
- (13) Special Sounds by  
BRIAN HODGSON
- (14) Film Cameraman  
PETER SARGENT  
Film Editor  
MARTYN DAY
- (15) Visual Effects  
PETER DAY
- (16) Script Editor  
TERRANCE DICKS
- (17) Designer  
TONY SNOADEN
- (18) Producer  
BARRY LETTS
- (19) Directed by  
MICHAEL BRIANT  
BBC Colour